

The Thirteenth: Project Collision

Name: ???

Type: *Bullet Hell Platformer/Race Against Time/ Run and Gun*

Mandatory Items to Include:

Goat on a pole. How: A statute in the centre of the Arena

Game Description:

Competitive side-scrolling bullet hell with bullet time (time reversal seems ...unnecessary)

References: Super Time Force, Metal Slug, Super Dino Boy, Contra

Core Mechanics:

Game Feel and Direction: Gameplay needs to feel fast, and urgent—smooth flow of progression. Competition. This is important for a versus game: the players need to feel *compelled* to race to the centre of the level for a) health? Powerup? b) showdown with the other player.

These two are the main things we will build around.

Overview:

Game is splitscreen (divided horizontally), players start at opposite ends of the map, meet at the middle, have a showdown at the centre.

```
player1 =====|
                |=====ARENA=====|
                |=====player2=====|
```

Each player is the OTHER's boss/nemesis. The EARLIER you get to the Arena, the greater your advantage.

We could make it competitive based on completion time, so naturally players that bend time more are going to be further behind that way we could allow unlimited time power.

Warning sign flashes and alarm sounds (a la Megaman games); apart from being mind-bendingly brilliant, it announces to the other player their opponent has reached the boss (and this is near the end). Each player has one life, so a reliance on skills and perks becomes necessary.

Narrative Thread:

The 'Bullet' are a race of warriors and fighters, governed by the Sen, the absolute leader of the Bullet. Any fighter it acknowledges is welcomed into its company, and stands a chance of becoming the next Sen. Each and every Bullet fights to be noticed by the Sen and gain its approval.

But how far does this road run?

Bullet-chan has always had a crush on Bullet-senpai. But Bullet-senpai has a harem of different bullet-senioritas and she's going to have to face off against them!

Playable characters: Bullet-chan, Bullet-yandere, Bullet-loli, Bullet- Kuudere, Bullet-Tsundere
>> *Twist this into something that's not so ridiculous, please, self, I beg thee.*

Character and Enemy Design

Suggestion: 'Giant Monkey Turtle versus Robo Cactus Ninja'
Monkey faces

Core Mechanics:

After picking characters, players start on opposite ends of the level. Player 1 begins in the red area, player 2 in the blue area.

The players play in a split screen, with the screen divided horizontally into two. They hurtle towards each other, dodging projectiles and enemies, trying to be the first to the Arena.

The red and blue areas are complementary/contrary themes. For the prototype:

- The red area is prehistoric, full of wildlife and trees
- The blue area is futuristic, full of robots and buildings

The Arena, represented by the green area, is where the players lock horns. This takes and combines the two themes into a hybrid.

The first to reach the Arena is able to heal, up to 120% of their maximum hit points.

Gameplay Mechanics

Movement is standard: run to the left and right, jump upwards, crouch downwards. *What about a single dash mechanic? What about wall jumping?*

Button Layout:

D-pad/analogue stick/WASD for movement. Double-tap to dash.

Three buttons for actions: A for basic attack, B for jumping, C for melee.

(ABC are placeholder button names)

Rules and Allowances: Players cannot melee in the air. Players can however use ranged attacks on the ground and in the air. *Cannot dash in the air, can dash on the ground.* The special has the same effect for both characters (just rendered differently).

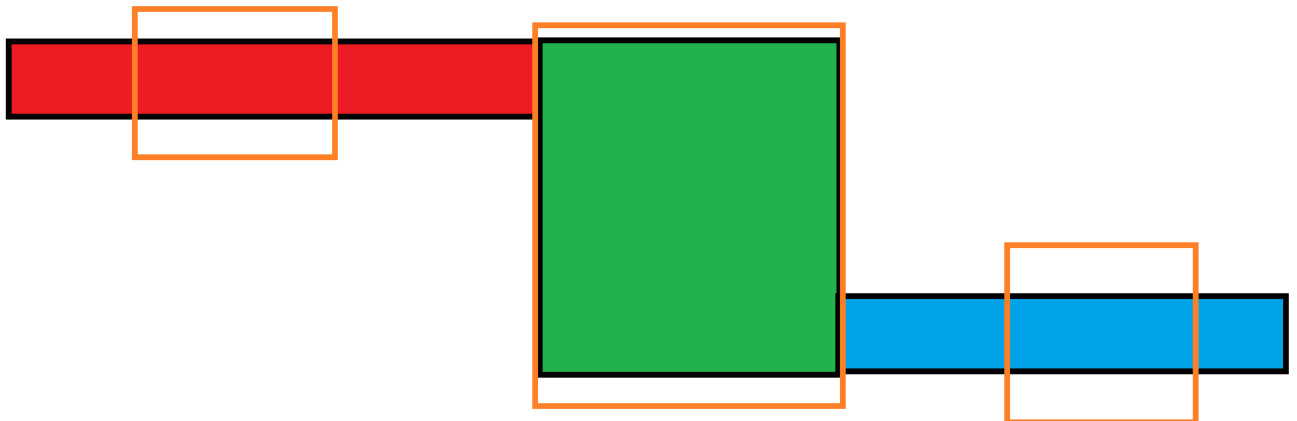
Move-set encompasses: basic ranged attack, basic melee attack, and special.

These can be (time allowing) be combined to create a more diverse move-set. Keep this in mind: *the player can get by just fine using only the basic move-set. Mastering that, they can discover these through experimentation on their own, barring a couple (these are marked for now):*

- *Jump + Melee = Stomp (_mark_)*
- *Double-tap direction to dash (_mark_)*
- *Dash + Jump = Long Jump*

- *Crouch + Ranged = Low Shots (rapid fire)*
- *Crouch + Melee = Rising Attack (knockback/stun)*
- *Melee + Ranged = Special*

Level Design



Red Area: *Player1 starting area*
Orange Box: *Camera*

Blue Area: *Player2 starting area*

Green area: *Arena*

Player is launched to battle in the direction they will be moving (left to right or right to left). This gives an indication of which way they're moving.

Could start with an unspoken tutorial. Keeping in mind this is a game where the player races against time, this 'tutorial' section can only *take up the first ten seconds or less of the level, tops*. This is non-negotiable.

The player starts in a safe stretch of screen where they can check out their moves. First enemy they encounter is easily dispatched using the basic projectile weapon.

The second enemy they encounter is shielded—projectile shots do nothing to stop them. Using the melee attack on this enemy gets rid of the shield and they can then be destroyed using either the projectile weapon or melee attack.

Basic moves and rules aside, next the player should be able to explore the more advanced combination moves.

The next encounter is with a shield enemy on a ledge/edge of a cliff, blocking the player's path, and the ground directly below is discoloured. It jeers at the player and laughs. The player tries to jump and melee *but* that invokes the stomp move, and they fall straight downwards, breaking through the weak ground and into a short tunnel with a pit.

The pit is slowly pulling towards the centre where something deadly leers. By pressing and holding right (or left) the player just moves in place. Stopping merely has them start moving towards the centre again. In their panic (**this is an expected reaction**), the player will tap rapidly in the direction *away* from the pit. They will *dash* and move out of the pit, and into the tunnel. Following it a short distance down, they exit it.

And so begins the level proper.

A note on the Arena: The Arena stage is at the centre of the level. Initially, it is divided into two by the Goat-on-a-pole statue. Players must break this before they battle; the player that deals it the demolishing blow gets bonus points.

On breaking the statue, characters 'spot' each other, there's the warning sequence, and the fight begins in earnest.